

# Default Report

*Comet 2.0 Material experiential exercise*

November 11, 2021 9:54 AM CET

Q13 - You recently participated in a workshop in which you altered or ‘tinkered with’ an artefact used in contexts of disability and health care. The idea of the workshop was to make changes to the artefact from an ethical standpoint (as opposed to a strictly technical standpoint). In a small group-setting, you likely attempted to embed a specific value in the artefact (for instance ‘autonomy’) or you changed the artefact to reveal or challenge ableist biases associated with the artefact. Since this was the first time that the Ethics and Philosophy of Technology section at TU Delft has implemented this ‘tinkering workshop’, we want to learn more about your views of the workshop and whether it contributed to your engagement with ethical issues related to technology. We greatly appreciate you filling out the following questions. The survey is fully anonymous and will take about five minutes to complete. Your participation in this study is entirely voluntary and you can withdraw at any time. Thank you in advance for your important feedback.

False

You recently participated in a workshop in which you altered or ‘tinkered w...

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True

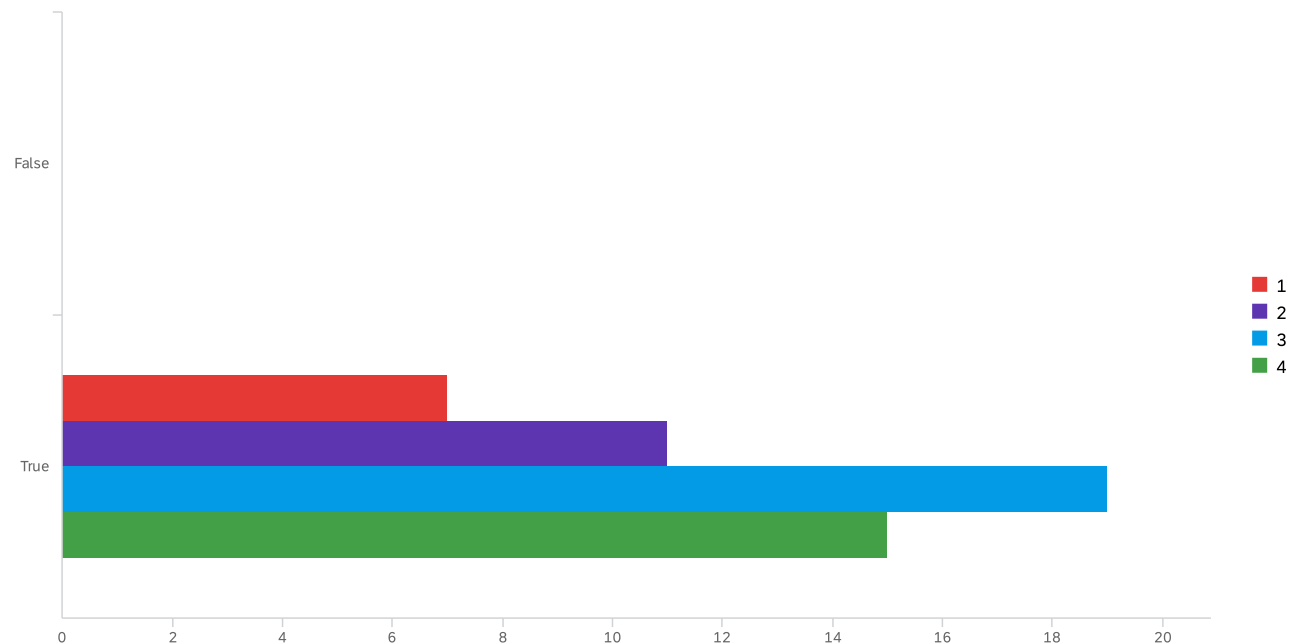
You recently participated in a workshop in which you altered or ‘tinkered w...

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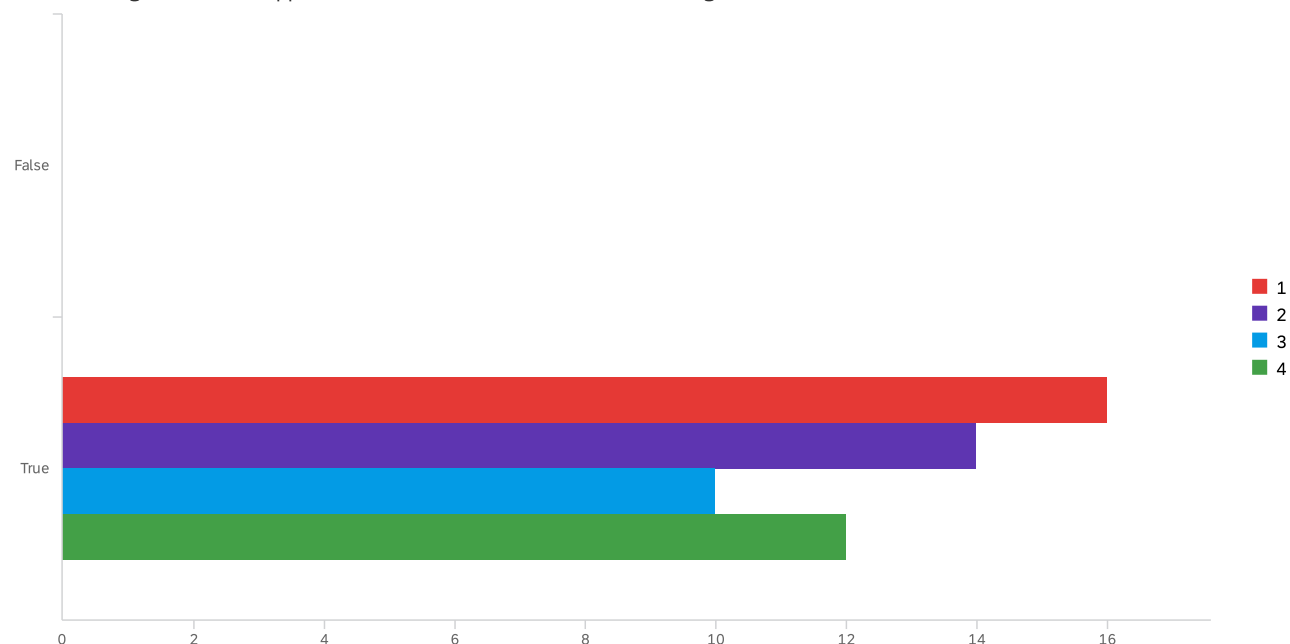
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Q14 - 1 Please rank the following options from the most valuable aspect of the workshop  
(by dragging it to the top) to the least valuable (moving it to the bottom).

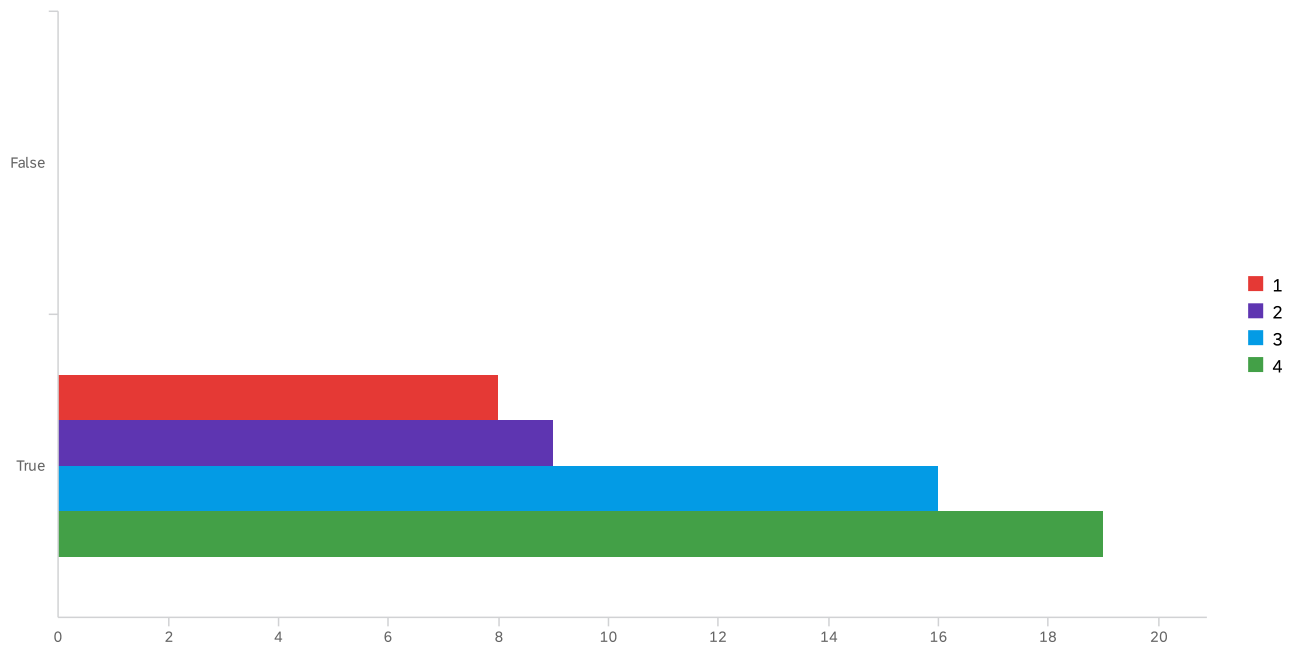
Tinkering with the artefact in a collaborative manner - deciding on changes to the artefact together



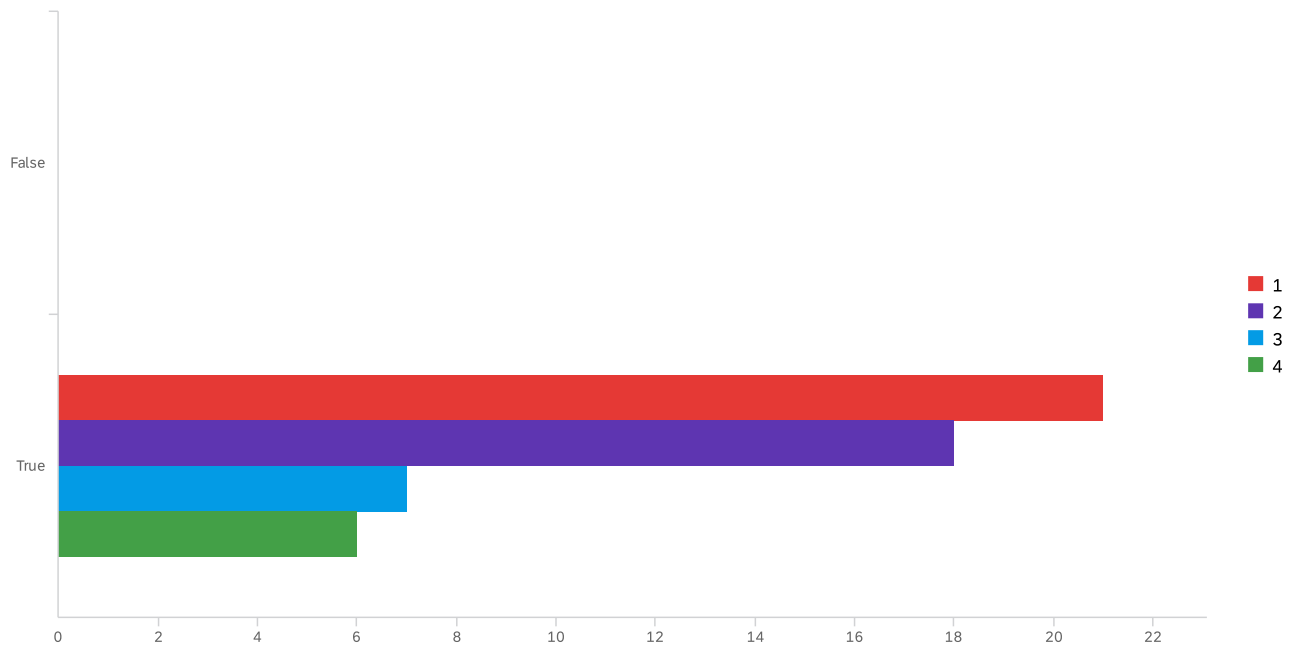
The fact that it encouraged a creative approach to the ethical dimensions of technological artefacts



The combination of creatively playing with the artefact and collaborating with my group



The fact that it provided an assignment that wasn't focused on reading or writing but that encouraged learning through a hands-on interactive exercise



False

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Tinkering with the artefact in a collaborative manner - deciding on changes to the artefact together	0.00	0.00	0.00	0.00	0.00	0
2	The fact that it encouraged a creative approach to the ethical dimensions of technological artefacts	0.00	0.00	0.00	0.00	0.00	0
3	The combination of creatively playing with the artefact and collaborating with my group	0.00	0.00	0.00	0.00	0.00	0

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
4	The fact that it provided an assignment that wasn't focused on reading or writing but that encouraged learning through a hands-on interactive exercise	0.00	0.00	0.00	0.00	0.00	0

True

#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
1	Tinkering with the artefact in a collaborative manner - deciding on changes to the artefact together	1.00	4.00	2.81	1.00	1.00	52
2	The fact that it encouraged a creative approach to the ethical dimensions of technological artefacts	1.00	4.00	2.35	1.14	1.30	52
3	The combination of creatively playing with the artefact and collaborating with my group	1.00	4.00	2.88	1.07	1.14	52
4	The fact that it provided an assignment that wasn't focused on reading or writing but that encouraged learning through a hands-on interactive exercise	1.00	4.00	1.96	1.00	1.00	52

Tinkering with the artefact in a collaborative manner - deciding on changes to the artefact together

#	Field	False		True		Total
1	1	0.00%	0	100.00%	7	7
2	2	0.00%	0	100.00%	11	11
3	3	0.00%	0	100.00%	19	19
4	4	0.00%	0	100.00%	15	15

Showing rows 1 - 4 of 4

The fact that it encouraged a creative approach to the ethical dimensions of technological artefacts

#	Field	False		True		Total
1	1	0.00%	0	100.00%	16	16
2	2	0.00%	0	100.00%	14	14
3	3	0.00%	0	100.00%	10	10
4	4	0.00%	0	100.00%	12	12

Showing rows 1 - 4 of 4

The combination of creatively playing with the artefact and collaborating with my group

#	Field	False		True		Total
1	1	0.00%	0	100.00%	8	8
2	2	0.00%	0	100.00%	9	9
3	3	0.00%	0	100.00%	16	16
4	4	0.00%	0	100.00%	19	19

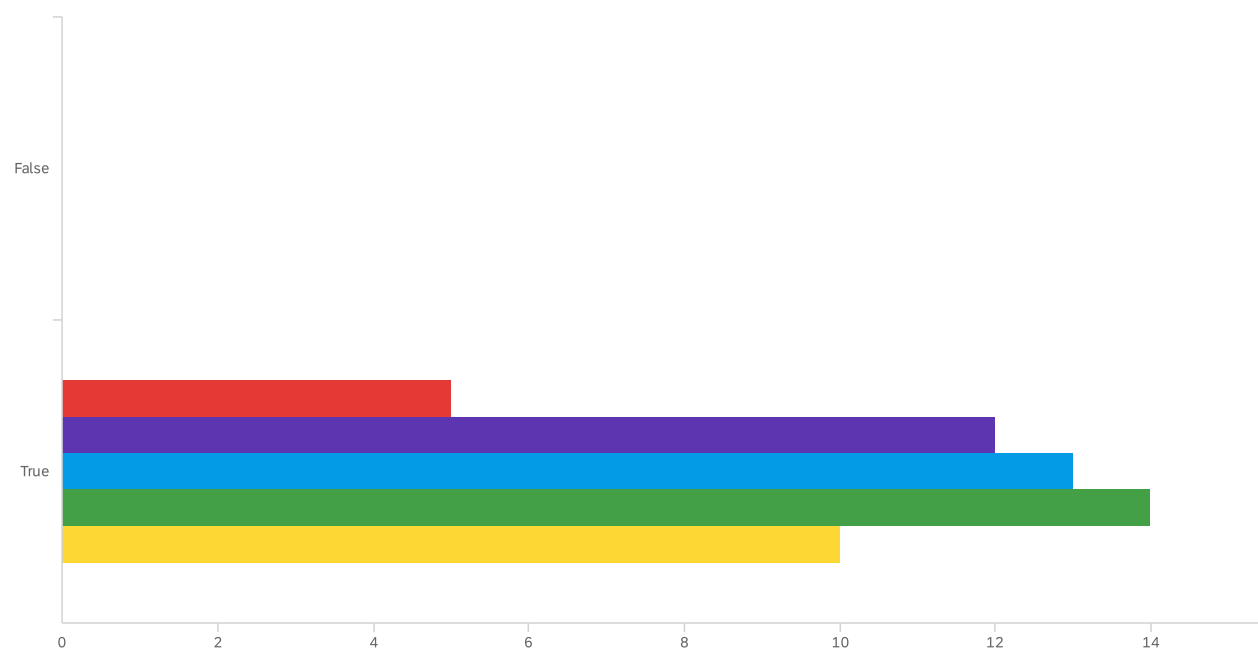
Showing rows 1 - 4 of 4

The fact that it provided an assignment that wasn't focused on reading or writing but that encouraged learning through a hands-on interactive exercise

#	Field	False		True		Total
1	1	0.00%	0	100.00%	21	21
2	2	0.00%	0	100.00%	18	18
3	3	0.00%	0	100.00%	7	7
4	4	0.00%	0	100.00%	6	6

Showing rows 1 - 4 of 4

Q5 - 2. My team had a pretty clear idea about how we were going to alter the artefact before coming to the workshop

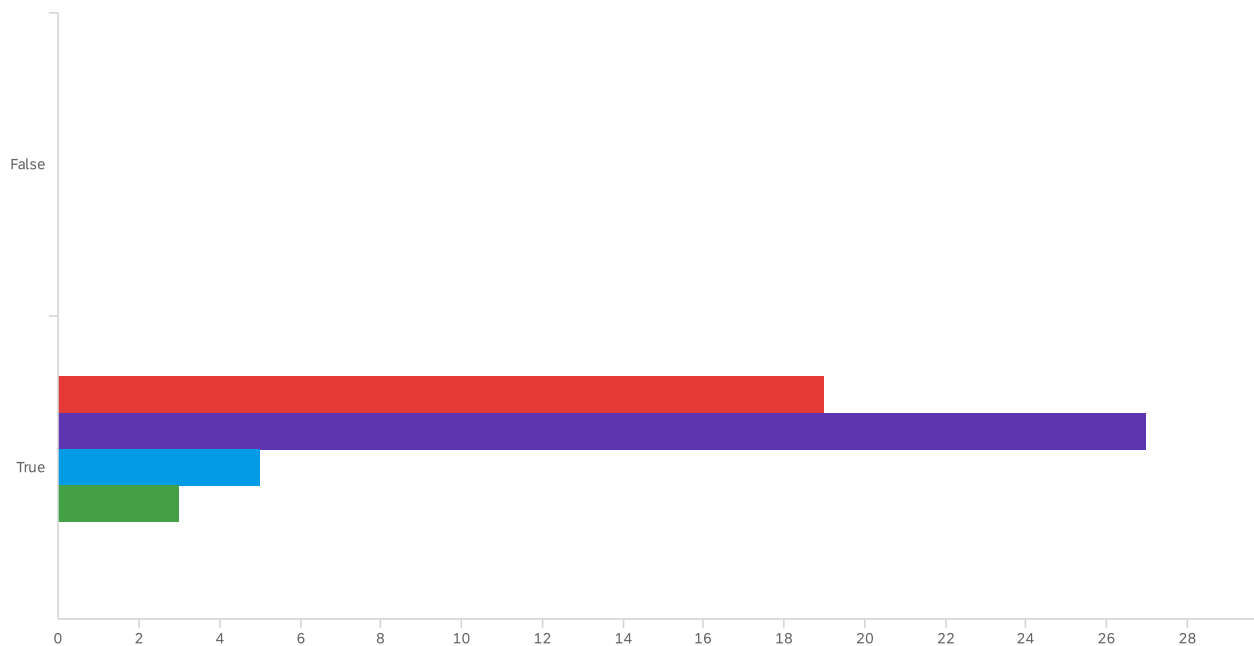


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	5.00	3.22	1.24	1.54	54

#	Field	False		True		Total
1	Strongly agree	0.00%	0	100.00%	5	5
2	Agree	0.00%	0	100.00%	12	12
3	Neither agree nor disagree	0.00%	0	100.00%	13	13
4	Disagree	0.00%	0	100.00%	14	14
5	Strongly disagree	0.00%	0	100.00%	10	10

Showing rows 1 - 5 of 5

Q6 - 3. New ideas about how our artefact should be altered emerged through the tinkering process

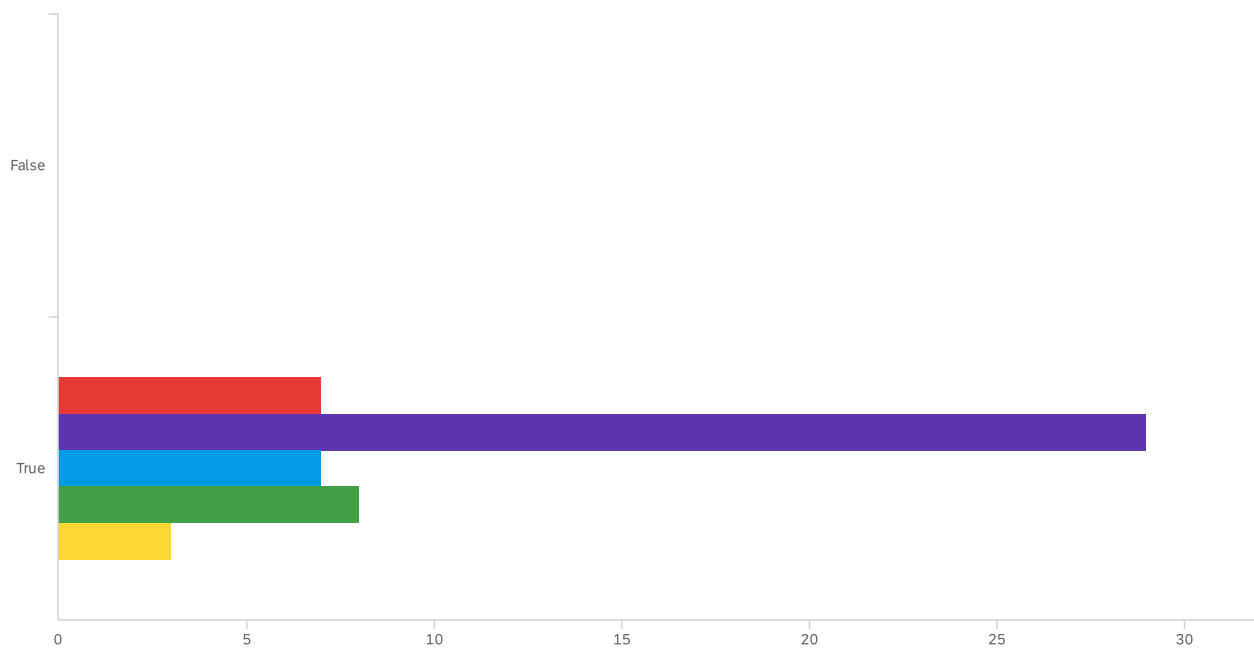


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	4.00	1.85	0.80	0.64	54

#	Field	False		True		Total
1	Strongly agree	0.00%	0	100.00%	19	19
2	Agree	0.00%	0	100.00%	27	27
3	Neither agree nor disagree	0.00%	0	100.00%	5	5
4	Disagree	0.00%	0	100.00%	3	3
5	Strongly disagree	0.00%	0	0.00%	0	0

Showing rows 1 - 5 of 5

Q7 - 4. Engaging with the artefact in a hands-on way during the workshop (touching it, moving around it, altering it, looking at it from different angles) brought out new ethical considerations that I or my team hadn't reflected on prior to the workshop

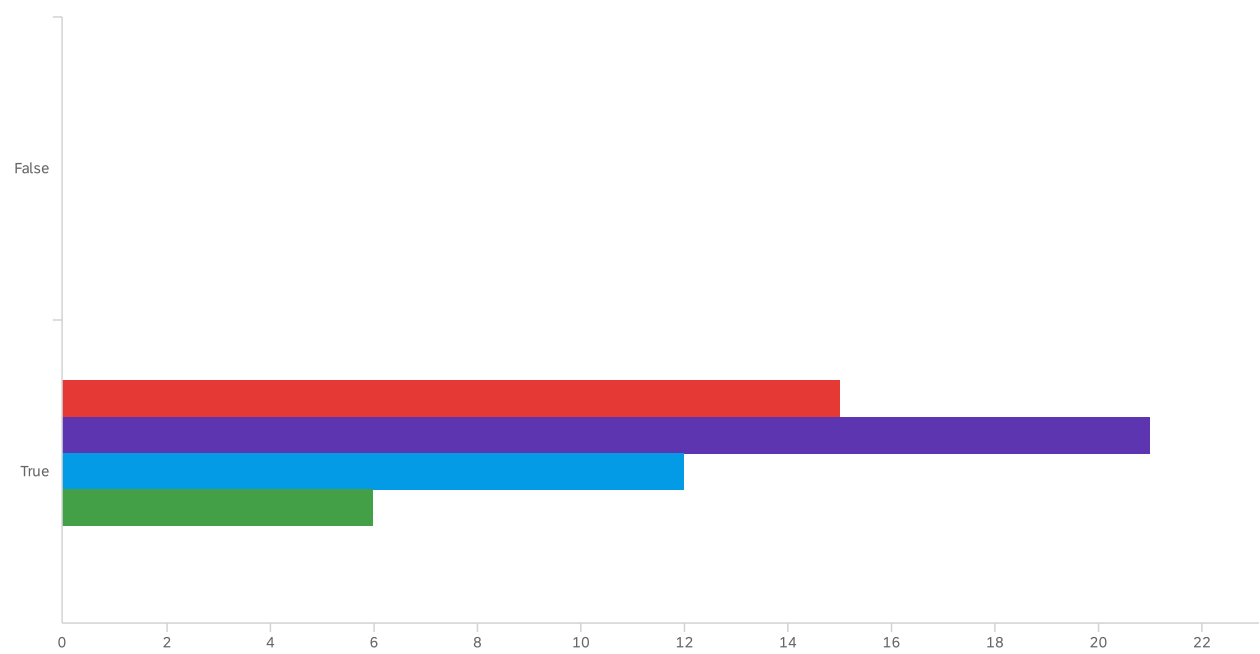


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	5.00	2.46	1.07	1.14	54

#	Field	False		True		Total
1	Strongly agree	0.00%	0	100.00%	7	7
2	Agree	0.00%	0	100.00%	29	29
3	Neither agree nor disagree	0.00%	0	100.00%	7	7
4	Disagree	0.00%	0	100.00%	8	8
5	Strongly disagree	0.00%	0	100.00%	3	3



Q8 - 5. The workshop was the most memorable part of the course

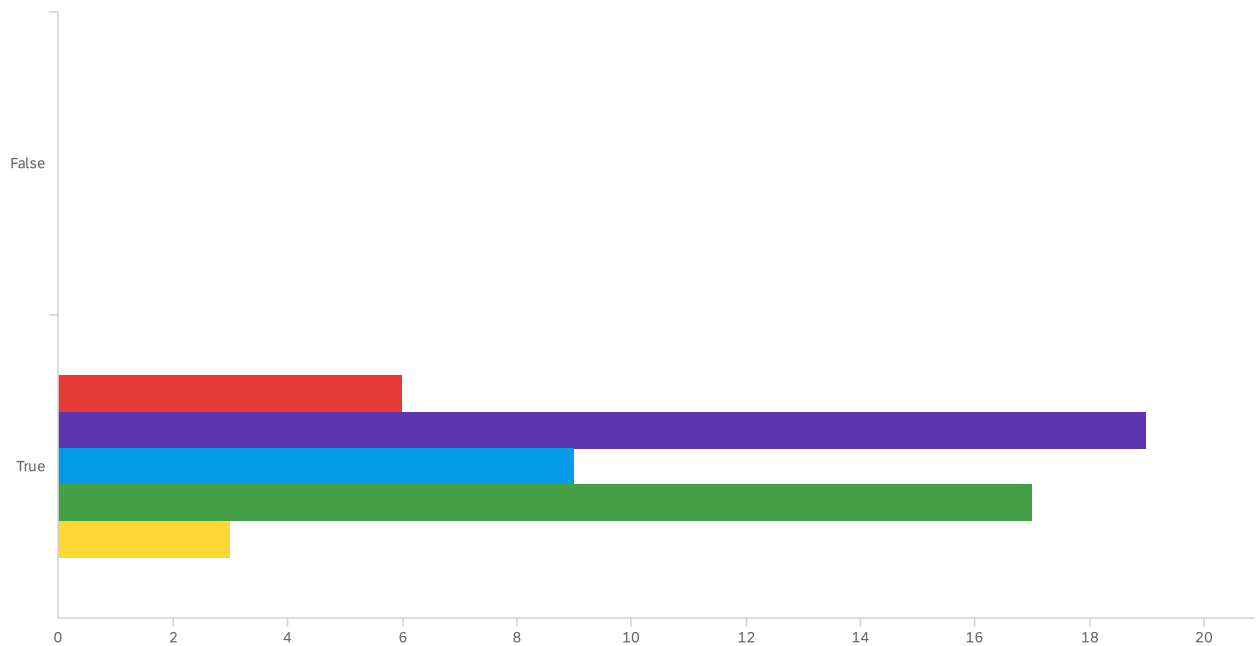


#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	4.00	2.17	0.96	0.92	54

#	Field	False	True	Total
1	Strongly agree	0.00% 0	100.00% 15	15
2	Agree	0.00% 0	100.00% 21	21
3	Neither agree nor disagree	0.00% 0	100.00% 12	12
4	Disagree	0.00% 0	100.00% 6	6
5	Strongly disagree	0.00% 0	0.00% 0	0

Showing rows 1 - 5 of 5

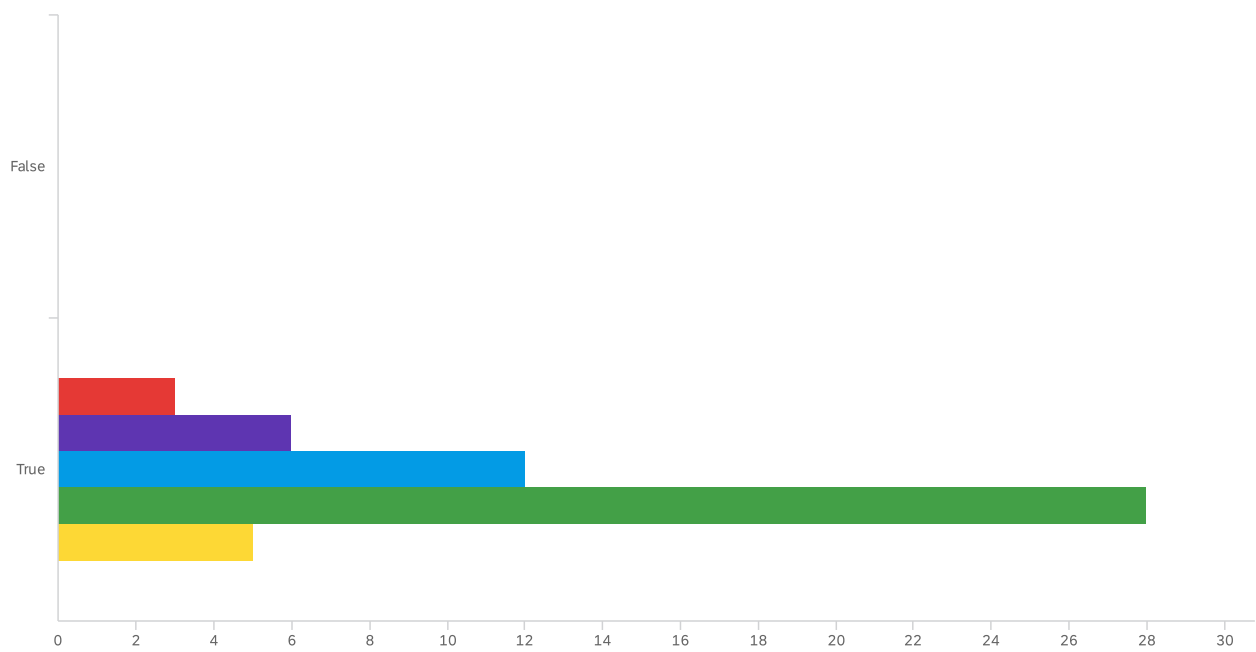
Q9 - 6. The workshop was fun but it wasn't of any added educational worth (I would have engaged with the course's concepts and theories in just the same way if the workshop would not have been embedded in the course).



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	5.00	2.85	1.15	1.31	54

#	Field	False		True		Total
1	Strongly agree	0.00%	0	100.00%	6	6
2	Agree	0.00%	0	100.00%	19	19
3	Neither agree nor disagree	0.00%	0	100.00%	9	9
4	Disagree	0.00%	0	100.00%	17	17
5	Strongly disagree	0.00%	0	100.00%	3	3

Q10 - 7. The workshop felt disconnected from the ideas and theories discussed in the course as a whole.



#	Field	Minimum	Maximum	Mean	Std Deviation	Variance	Count
0	False	0.00	0.00	0.00	0.00	0.00	0
1	True	1.00	5.00	3.48	1.00	0.99	54

#	Field	False		True		Total
1	Strongly agree	0.00%	0	100.00%	3	3
2	Agree	0.00%	0	100.00%	6	6
3	Neither agree nor disagree	0.00%	0	100.00%	12	12
4	Disagree	0.00%	0	100.00%	28	28
5	Strongly disagree	0.00%	0	100.00%	5	5

Showing rows 1 - 5 of 5

## Q11 - 8. (optional) The workshop could be improved by ...

False

8. (optional) The workshop could be improved by ...

True

8. (optional) The workshop could be improved by ...

making it a lot shorter

not taking so long. It was fun to do, but for 3 hours being creative was too long especially because some students had an exam the day after. in 1 hour this workshop could have had the same results i think

It doesn't match up with our philosophy course last year. It feels really weird after we talked about very serious ethical issues in our first year, such as euthanasia, to then be 'tinkering' in your second year. However, it was a lot of fun to do. Maybe a collaboration with Erasmus Medical Centre, which lies at the core of our studies, could make it even better.

Cancelling it. Sorry to say it, but it was a complete waste of my time. We learned about how we could alter stuff but we could also do it in 15 minutes, not 3 hours

It was a lot of waiting, it could have been a workshop of an hour instead of three hours. That made it pretty boring.

It was a bit too long. Which resulted in a lot of waiting. I think 2 hours would have been enough.

The workshop took very long, but my group was finished very fast so we didn't have a lot to do. So you could make the workshop shorter

Having the groups describe more thoroughly their thought process (the end presentations being longer)

making it actually something useful. Now it just feels like I wasted 3 hours that I could have spent studying for other courses, I really don't see the point behind spending 3 hours on campus crafting and doodling around. I'm sorry but it just feels like a waste of time...

Less tinkering time, spent too long waiting for the rest to finish and too short revising the concepts and theories from previous lessons.

having more creative, complicated artifacts

maybe discuss 1 week in advance, or some time the artefacts that you will come up with, so maybe teams could also come with their materials to change the artifact, sometimes it felt like most changes that could be possibly done were aesthetic wise

Letting the students already start on designing changes beforehand (by giving access to knowing the tools you can use, and maybe also tools like 3d printing)

Connecting the workshop with the ideas and theories discussed in the course even more. Evaluating on the connection with the theories together in the class.

I think the workshop was well designed and does not need any special improvements that I could think of

Interviewing users of the products, but might be difficult to do of course.

Bit more of a structure and made clear what is expected of you. I feel like only pimping the artifact to make it look nicer is not really valuable

8. (optional) The workshop could be improved by ...

Also allowing technical changes to be integrated without the need of the scraps available

More criteria about the theories we have learned.

Having it in earlier time instead of almost the end of quarter.

More time and clearer instructions before so that there could be adequate preparation

giving real world examples of products that were modified and became extremely successful

I thought that the idea was to just get acquainted with an object connected to disability by creatively discussing it and tinkering on it, to make it easier to discuss that object. I did not know that you had to specifically alter it from an ethical point of view. Maybe in the introduction next time we could go through some specific values (as an example) that you might use to tinker on your object.

the choice of the artefacts - more technological advances product, or products that have a more direct connection with the future of the students. creating more interaction between the groups.

Less tinkering, more playing and thinking with/about different objects

Giving an example of an object, looking at it differently and changing it. It was possible to be creative, but it felt limited as I did not know much about the object or the bias in it

Some real experiences of people who use the items

Showing all artefacts before and after